# BAND -- OF -- BLADES

# THE OFFICER

## NAME:

n Soldiers Kit

nAmmo OO

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STRESS	0000		- TRA	UMA ♦	<b>***</b>	INSIGHT
TRAUMA: COLD — I					BLE — VICIOUS	LSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSS
						₩ ♦ ♦ RESEARCH
CORRUP	HIUM					∓ ♦ ♦ ♦ RIG
CONDITIONS: ANA	THEMA — HOS	T — HUNGER —	MIASMA — MUTA	ATION — RAGE — R	OT — VISIONS	☐ ♦ ♦ ♦ SCOUT
HARM				ARMOR	0	PROWESS
TI CHAMINA						
	38			HEAVY	0	LS
4			DEATH	TIEL MET	0 (4.)	₩ ♦ ♦ ♦ SHOOT
			□□ <sub>NEED</sub>	HELMET	0	+
3			HELP	SPECIAL	0	→ ◆ ◆ ◆ WRECK
						TOTO COLONIA
2			-1D	CHANNELS US	SES O O O O	RESOLVE
			□ LESS	CHANNELS C	ES O O O O	₽ ♦ ♦ ♦ CONSORT
1			EFFECT		0000	₩ ♦ ♦ ♦ DISCIPLINE
					4116° 3	∓ ♦ ♦ ♦ ♦ MARSHAL
HERITA	CID D	ETAIL:				→ ◆ ◆ ♦ SWAY
			No. of the last			
SPIREBORN			C	W.W. M. (2)		SPECIALIST 💢
<b>♦ Influence</b> (Boost 1 <b>♦ Educated</b> (+1 RESE			Connected (+1 S	WAY, Max 3) Playing up Heritage Tr	aite)	♦ ♦ ♦ ♦ AIM
Stern (+1 DISCIPLI			Talented (One A		arts)	♦ ♦ ♦ ANCHOR
LABORER				<b>8</b>		♦ ♦ ♦ DOCTOR
Cared For (Your W	leanons Never Ma	lfunction)	Crew (+1D in GR	OUP ACTIONS)		♦ ♦ ♦ GRIT
Dedicated (+1 Spec			Strong (Fast\quie			♦ ♦ ♦ SCROUNGE
Tradesman (Max F	RIG of 4)		♦ Tough (+1D on PROWESS resist)			♦ ♦ ♦ ♥ WEAVE
CRIMINAL						
Sold (+1D RESIST of	on DESPERATE ac	ctions)	Die Hard (Harm	penalties less severe)		SPECIAL ABILITIES
Fighter (+1 SKIRM			Gun Hand (+1 S			♦ Tactician: You anticipate problems others
♦ Rake (+1 CONSOR	Γ, max 3)		> Vengeful (POTE	NCY when penalized b	y harm)	would never see coming. When you lead a GROUP ACTION you may suffer at most
OUTCAST			000		0006	1 STRESS.
Faithful (Gain a per				resist CORRUPTION)		Lead From The Front: Whenever you lead a GROUP ACTION, improve SCALE up
			Shrewd (+1D to I	sion free push to ignor	e harm)	or down one level (for example: a small group
Stubbolli (+1D to 1	KESOL V E Tesist)	Carlo C	y survivor (iptims	sion free push to ignor	e marm)	counts as medium group or an individual).  If you lead a GROUP ACTION in combat,
LOAD	Choose Ligh	t/Normal/Hea	vy, and 2 Utility	Rold	items are fine.	you may count multiple 6s from different rolls as a CRITICAL.  Logistical Support: CHANNELS USES can be spent
	0					to ASSIST a squadmate. When you do this, they get
LIGHT (Quieter, Faster. All Ite	ms Below.)	NORMAL (All Light Items ar	ıd)	Glower, All Norm	al Items and)	an additional +1D. Tell us how your preparation or supplies help them against this threat or obstacle.
■ Flare Gun OOO		■ Fine Pistol O		■ Fine Carapac		Mission First: Add the following to "at the end of the
■ Flak Armor		■ Fine Luxury I	tem	(Replaces Flak	Armor)	mission" XP triggers: "if anyone died under your command"
■ Pack Radio (Carried		■ Reloads OO		■ Any Normal	Weapon OO	♦ Obediance: An NPC squadmate sacrifices themselves, on your orders. They die, and absorb all the HARM for
■ Personalized Sidea						or another specialist from one attack. Remember that the
■ Fine Melee Weapo ■ Fine Officers Coat		Ivm commer TA	Tr no.vis	Max 147-	DOM	Company takes -1 MORALE each time this occurs.  Strategist: You gain +1D to SWAY when ACQUIRING
■ Pathfinder Beret	***	INFANTRY W	EAPONS	MELEE WEA	The state of the s	ASSETS for a mission via CHANNELS uses.
Sepondle .		n Boltgun n Combat Shots	run	n Hand Weapo	0 9	You also get +1D to the ENGAGEMENT ROLL for a mission.  Officer School: You're well educated and briefed on
LIGHT WEAPON	IS	n LasCarbine		n Power Fist		esoterica not for the common soldier. Gain +1D when
n AutoPistol		n LasRifle		n Power Sword		GATHERING INFO through RESEARCH and when RESISTING with INSIGHT.
n Bolt Pistol		MILE RESIDE		n Shock Maul		Elite: Gain mastery of 2 abilities (they can go up to rank 4).
n Hand Cannon	n Climbing Ki		ech Kit	nGrenade	es OO	AA Hardanad V.
n Stub Revolver	n Medic Kit		ght Weapon		00000	♦ <b>Hardened:</b> You can mark 2 additional stress boxes.
	n Repair Kit		ormal Weapon		Camping Gear	Survivor: You can take +1 trauma before dying.
	n Sappers Kit	n <b>M</b>	lelee Weapon	n Auspex		

nRespirator & Gas Mask

Veteran: Take a special ability from another source.

CHARACTER SKETCH

### PLAYBOOK: THE OFFICER

You are one of the few surviving Veterans of the 82nd Metallican Drop Corps, a hard suffering Regiment of the Imperial Guard, grand army of the Imperium of Man. You are a volounteer for this elite unit, the 1st Company "Pathfinders" who jump before the Regiment to make safe for your comrades. One of the only survivors of the Year of Hell on the demon world of Ancreon.

To create your Legionnaire, do the following:

- ♦ Pick a starting ability. Any will do, but if you're stumped, choose the first.
- Pick a heritage. Choose a name, two traits, and detail it (e.g. old farming family).
- ♦ Assign 4 more Action points. Descriptions are on the back. Max starting rating is 2.
- Report for duty.

#### ACTIONS

- ◆ Channels is the Officer Specialist For details on it, see the Specialist Action section below.
- Consort with friends, contacts, or connections from your heritage and background to gain access to resources, information, people, or places. Make a good impression.
- ◆ Discipline a fellow soldier; command obedience using force of personality; intimidate or threaten.
- Maneuver into position and traverse obstacles; climb, swim, run, jump, and tumble; handle a pack animal; ride a mount.
- Marshal a squad or larger group to action; command attention amidst chaos; coordinate fire on a target.
- Research a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.

- Rig together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- ♦ Scout a location or situation to gather information; move or observe withoutbeing noticed; spot weaknesses or exploits if there are any to be seen.
- ♦ Shoot a target with precision from a distance; find a perch with clear lines of fire; make trick shots
- ♦ Skirmish with an opponent in close combat; assault a position; brawl and wrestle; fire pistols at short range.
- Sway someone with guile, charm, logic, or deception; change attitudes or behavior using manipulation or seduction; disguise yourself.
- Wreck a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw, or place explosives or alchemicals; use siege weapons.

### SPECIALIST ACTION

CHANNELS is an action that OFFICIERS specialize in. Unlike most actions it's not rolled, but its rating determines it's USES per mission. You may spend CHANNELS uses to ACQUIRE AN ASSET for squad in a FLASHBACK. Roll SWAY to determine quality. You can spend additional USES to improve and the quality as per SUPPLY rules. Such assets are temporary or "on loan" and will go away when the mission ends.

#### OFFICER ADVANCEMENT

♦ When you roll a desperate action, mark 1 xp in that action's attribute.

At the end of each mission, mark 1 xp (playbook or attribute)...

- ♦ If you survived the mission.
- ♦ Ĭf you If you helped your squad through ENFORCING DISCIPLINE or STRATEGIC PLANNING.
- ♦ If you brought into play your heritage or traumas (2 xp if you did both).
- Per threat of the highest threat opponent on the mission.

CHARACTER NOTES
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